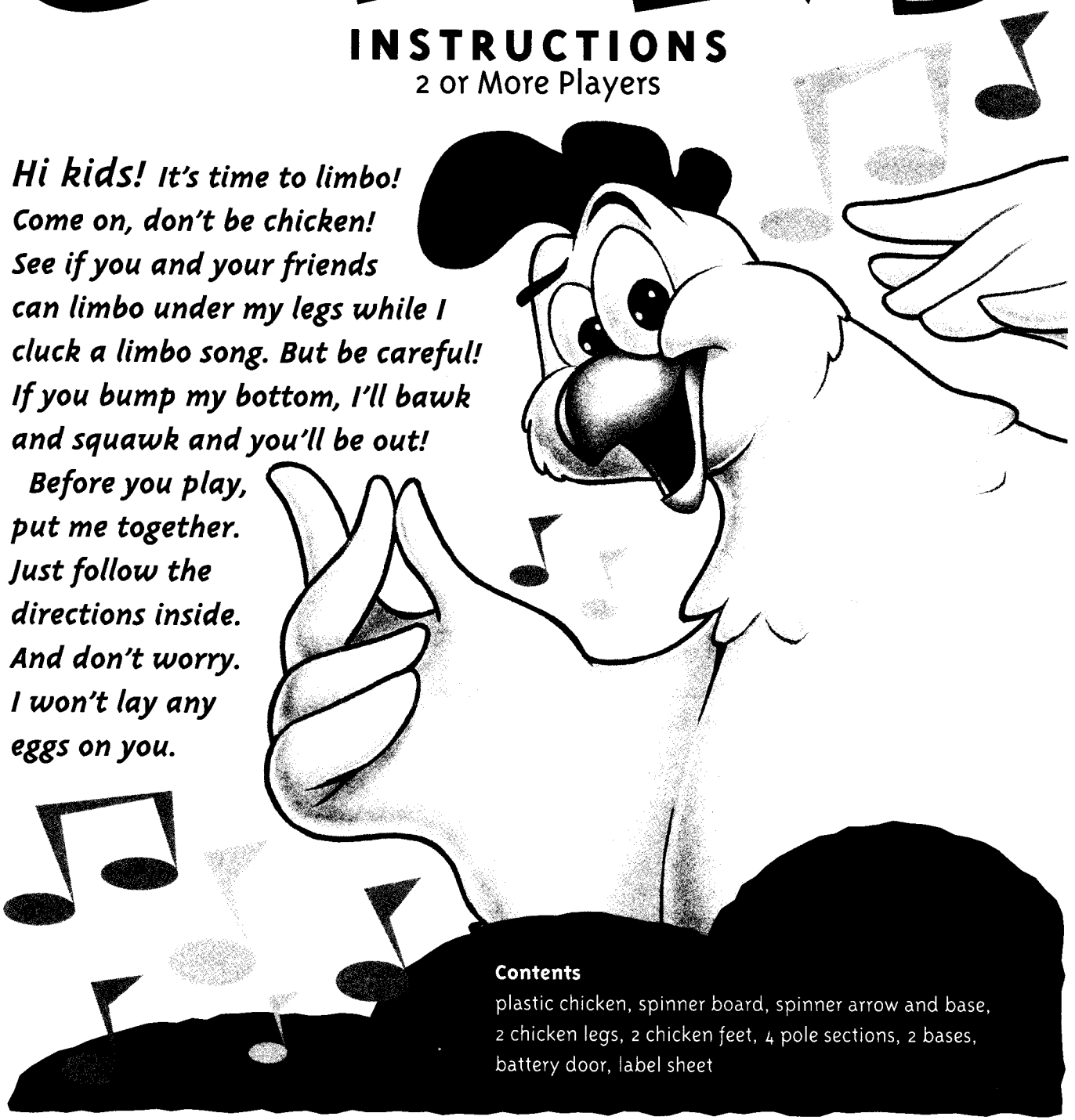
CHICKEN LIMBO™

INSTRUCTIONS

2 or More Players



Hi kids! *It's time to limbo! Come on, don't be chicken! See if you and your friends can limbo under my legs while I cluck a limbo song. But be careful! If you bump my bottom, I'll bawk and squawk and you'll be out!*

Before you play, put me together. Just follow the directions inside. And don't worry. I won't lay any eggs on you.

Contents

plastic chicken, spinner board, spinner arrow and base, 2 chicken legs, 2 chicken feet, 4 pole sections, 2 bases, battery door, label sheet

Assembly

1. Remove game parts from the plastic bags. Discard bags.

2. Limbo Poles: Snap together two pole sections as shown in Figure 1. Do the same for the other two pole sections. Place labels onto each pole as shown.

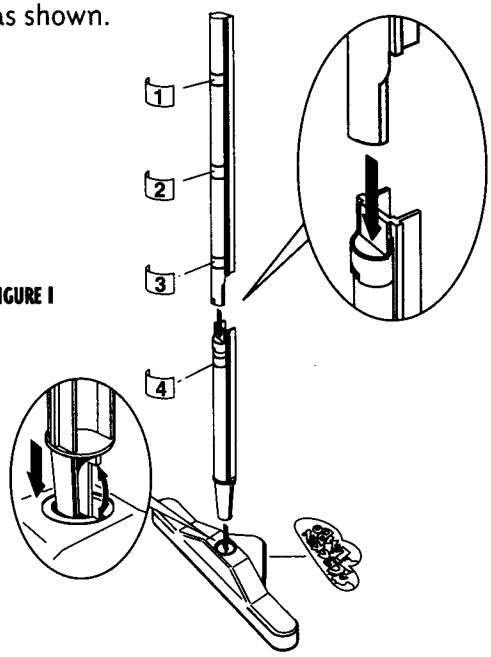


FIGURE 1

3. Bases: Place the two plastic bases on the floor and press each pole into a base as shown in Figure 1.

4. My Chicken Feet: Attach my two cute chicken feet onto my legs as shown in Figure 2.

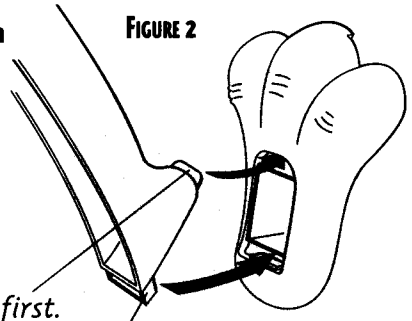


FIGURE 2

1. Insert this tab first.

2. Then snap large tab into foot.

5. My Chicken Face: Attach the labels for my eyes and mouth as shown in Figure 3.

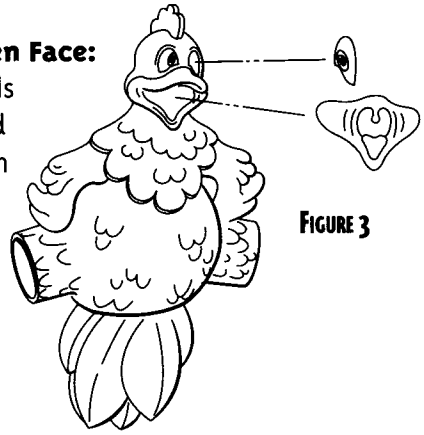
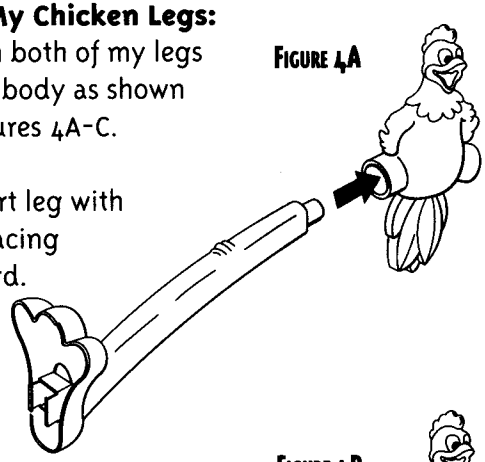


FIGURE 3

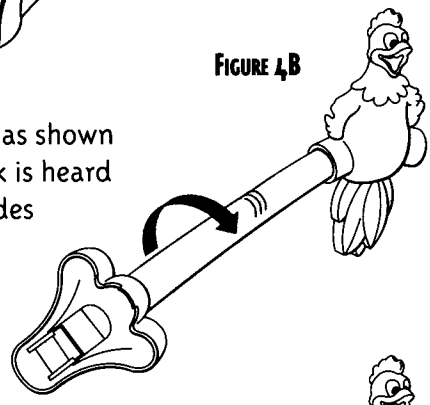
6. My Chicken Legs: Attach both of my legs to my body as shown in Figures 4A-C.

FIGURE 4A



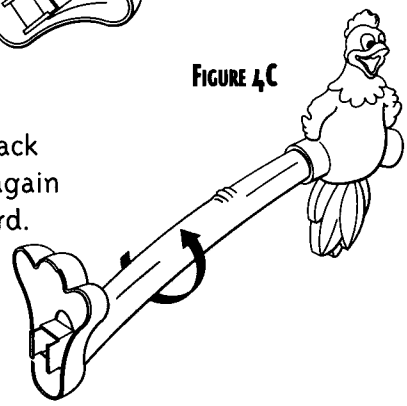
1. Insert leg with foot facing upward.

FIGURE 4B



2. Turn leg as shown until a click is heard and leg slides in slightly.

FIGURE 4C



3. Turn leg back until foot is again facing upward.

7. All of Me: Ask a friend to help you attach me to the poles as shown in Figures 5A-E.

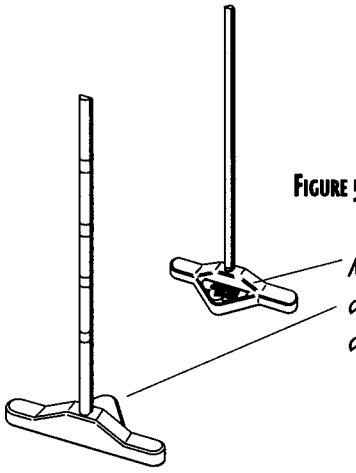
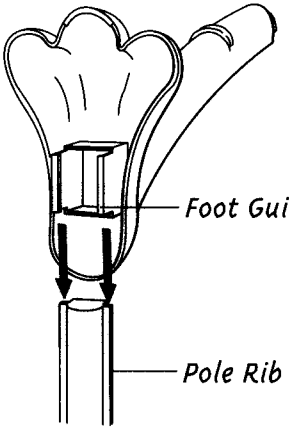


FIGURE 5A

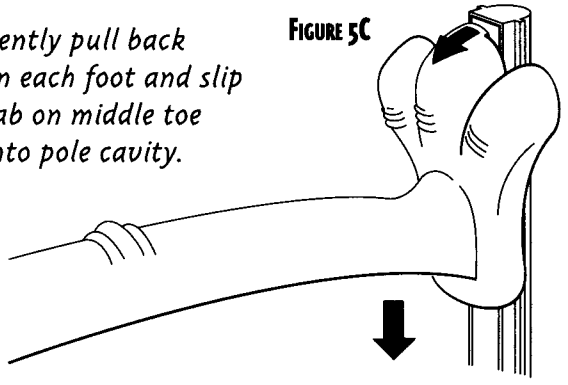
Make sure bases are pointing inward as shown.

FIGURE 5B



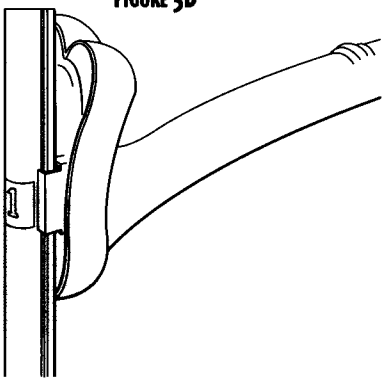
Slide bottom of each foot onto pole. Make sure pole ribs fit into foot guides.

FIGURE 5C



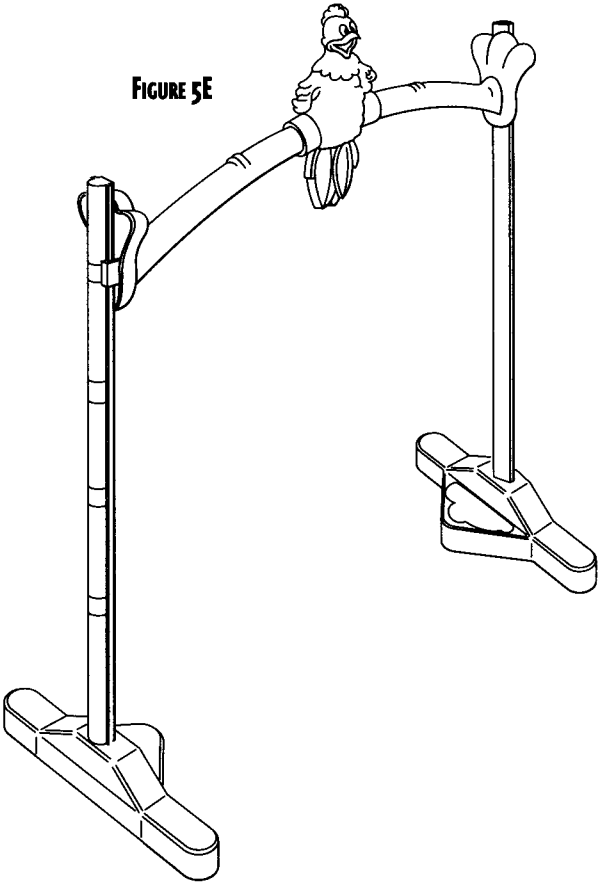
Gently pull back on each foot and slip tab on middle toe into pole cavity.

FIGURE 5D



Slide foot down until it stops at level #1.

FIGURE 5E



Here's how I should look when you're finished!

8. Install Batteries: Using a Phillips head screwdriver, remove the screw from the back of my tail as shown in Figure 6. Then insert two "AA" size alkaline batteries as shown. *Bawk!* I feel better now! Make sure you match up the "+" and "-" symbols as shown. Then attach the battery door as shown in Figure 7.

FIGURE 6

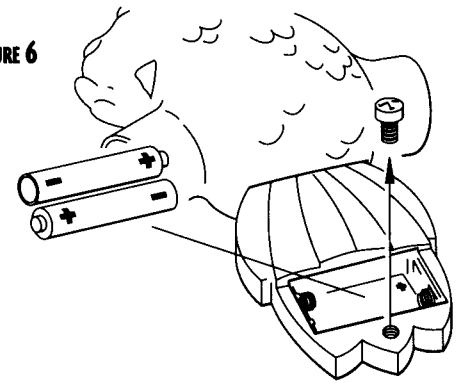
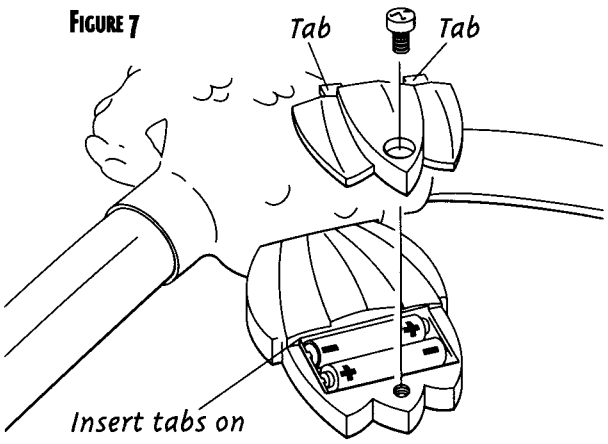


FIGURE 7



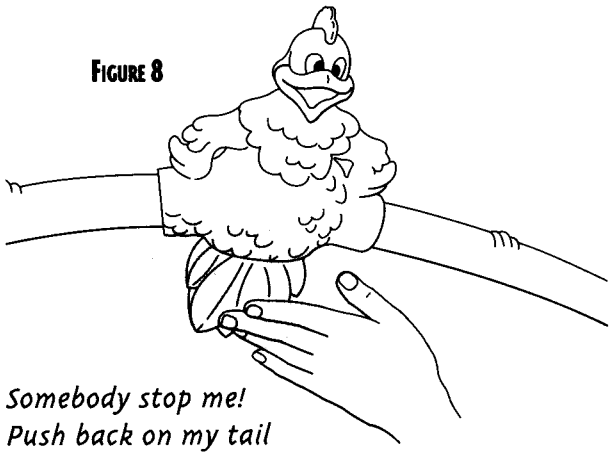
Insert tabs on battery door into slot before inserting screw.

Listen to Me Sing: After you install the second battery, I may start singing immediately. If I don't, push back on my tail (as shown in Figure 8) until I do start singing. If I still don't sing, the batteries may be weak or improperly installed.

Stop My Singing: After I sing for seven seconds or more, stop my song by pressing my tail back a second time. I will bawk and squawk for a few seconds and then stop.

Caution: Batteries may leak if improperly installed. Remove batteries during storage. Never mix battery types.

FIGURE 8



Somebody stop me! Push back on my tail a second time to stop my singing and clucking!

9. Spinner: Remove the plastic spinner arrow and base from the runner. Discard runner. Attach the plastic spinner arrow and base to the spinner board as shown in Figure 9.

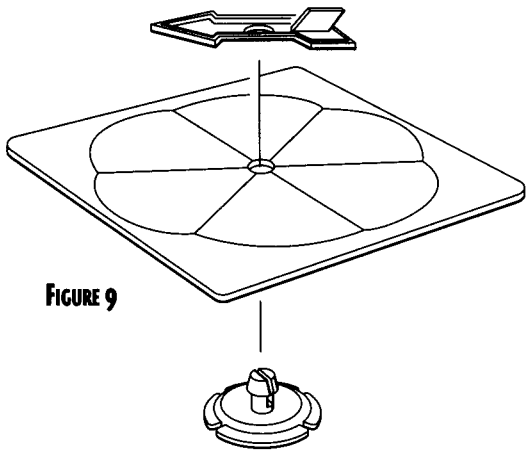


FIGURE 9

How to Play

Beginner's Limbo Game

The object of the game is to limbo under me without bumping into me! Nobody is "out" for long in this game! Everybody gets to limbo again and again! Here's how to play:

1. Choose one player to spin the spinner. That player announces to all the other players which limbo position was spun. If the arrow points to a line, then spin again.

Six Ways to Limbo!

There are six different ways to go under me! You'll have to bend, duck and twist to be successful!

Limbo: So much fun you'll bend over backwards to do it!

Forward: You simply walk forward, but don't forget to duck!

Backward: You've got to walk backward but bend forward!

Crabwalk: Put your backside down and walk like a crab!

Crawl: Get on your hands and knees (and belly if you have to!).

Chicken Walk: Bend your knees and flap your arms like a chicken!

2. Everybody line up single file in front of me, the incredibly talented chicken!

3. The first player in line pushes my tail back until I start singing. Make sure I'm singing and in an upright position (as shown in Figure 10) before you start playing.

It's Time to Limbo!

4. The first player gets into the position shown on the spinner and tries to go under me without bumping me. Then, one by one, each player must follow in the same position. See Figure 10.

Figure 10

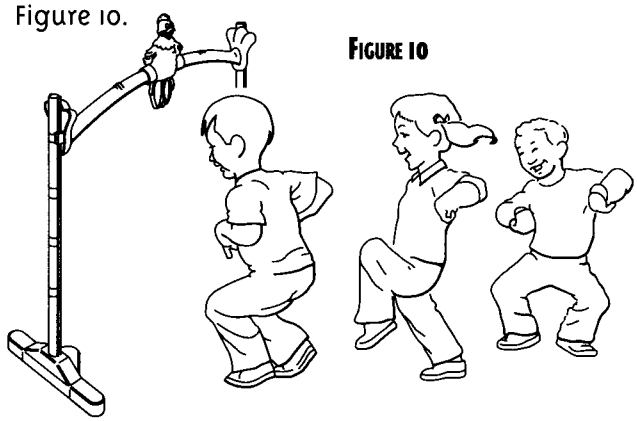
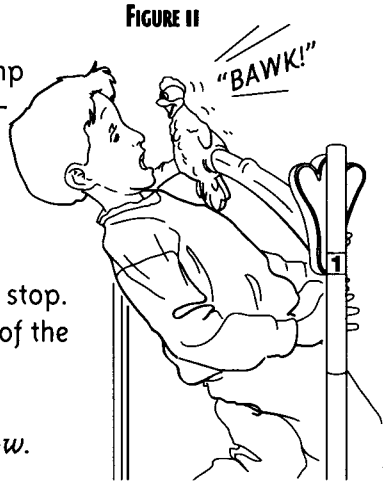


Figure 11



Careful! If you bump into me while passing under me, I'll start squawking loudly for about five seconds, say "gotcha" and then stop. Sorry! You are out of the game for now.

You're "out" for now.

5. The next player in line starts me singing again by pressing my tail back as previously described. Make sure I'm singing in an upright position. The game continues as each player moves under me in the same position shown on the spinner. After all players have either moved under me or are "out," here's what happens:

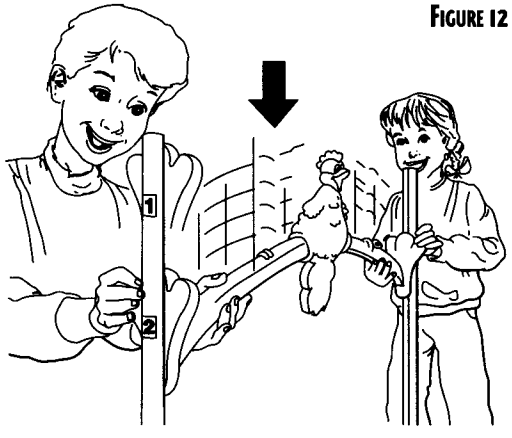
- If some players are still in the game, then lower my legs to the next level. See *Time to Get Down!* section below.

- If all players are "out," then the game is over and I win! *Bawk!*

Time to Get Down!

6. Slide me down to Level 2 as shown in Figure 12. *Everybody* gets to play again, so line up!

FIGURE 12



Choose another player to spin the spinner. Gameplay continues as described above with all players participating. After everyone has taken a turn, if any players were successful, then lower me down again to the next level. Everyone then plays again. Careful! It's mighty tough to limbo at Levels 3 and 4.

You Win the Game!

There can be more than one winner. Any player who successfully passes under me at Level 4 is a winner!

I am the Chicken Champ!

Remember, at any level, if none of you make it under me without bumping me, I win! *Bawk! Bawk!*

Advanced Limbo Game

This game is the same as described above, except you are "out" of the game permanently once you bump against me. The last remaining player to successfully pass under me without bumping me wins!

If more than one player successfully passes under me at Level 4, those successful players must have a "spin-off." Keep spinning the spinner and moving underneath me until a winner is determined. As in the beginner's game, if none of you were successful, I win!

Finished Playing With Me?

To fit all of my game parts back in the box, do the following:

1. Remove my batteries so I don't keep singing and squawking in the box!

2. Remove my feet from the poles as shown in Figure 13.

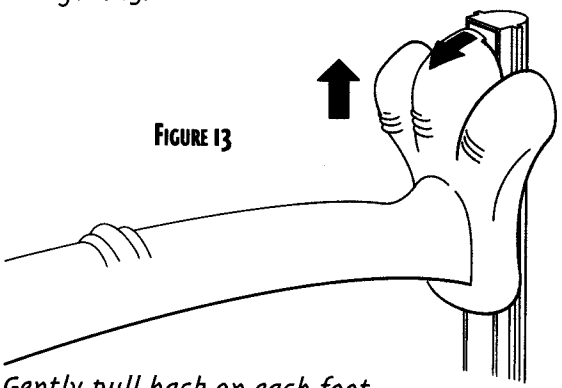


FIGURE 13

Gently pull back on each foot and slip the middle toe tab out of the pole cavity. Then slide each foot off the pole.

3. Remove my legs from my body as shown in Figures 14A and 14B. Careful. Don't hurt me!

1. Turn leg in direction shown.

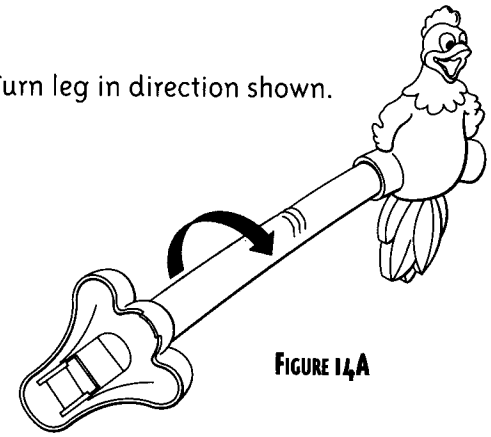


FIGURE 14A

2. Gently pull leg out of chicken.

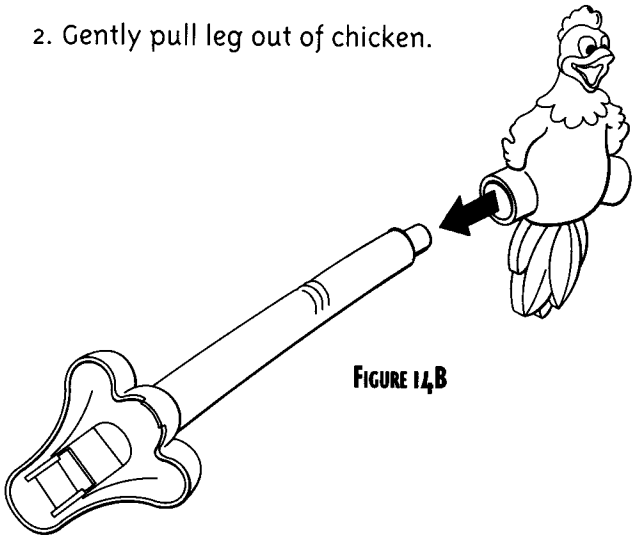


FIGURE 14B

4. Carefully pull apart the pole sections as shown in Figure 15.

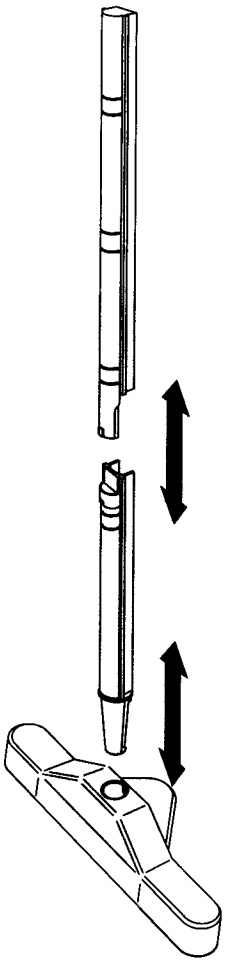


FIGURE 15

90-DAY LIMITED WARRANTY

This game is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated sales receipt, shipping prepaid to the address listed below. In the event that this game is replaced, the warranty on the replacement will be continued for 90 days from date of repair.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

POST WARRANTY REPAIR POLICY

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from the date of purchase, either repair your game or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed below along with dated sales receipt and your check or money order in the amount of $10.00. Milton Bradley Company shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS

Important — Before returning your game for repair, we recommend that you test the game with fresh, alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference.

Remove the batteries—do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of $10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company
Attn: Electronic Repair Service
330 Chestnut Street
Door #1
East Longmeadow, MA 01028

FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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